RUNEQUEST
ROLEPLAYING IN GLORANTHA

Name _____ Birth Year _____ Age _____ Occupation _____ Ransom _____ (L)

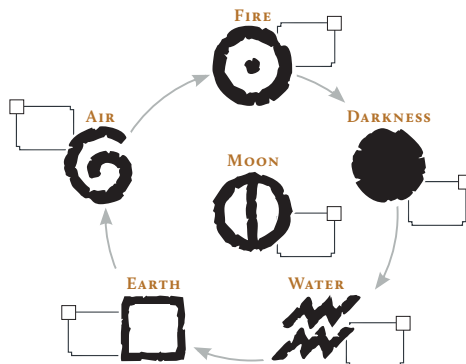Gender _____ Homeland _____ Reputation _____ Standard of Living _____ Base Income _____ (L)

Tribe _____ Clan _____ Campaign _____ Player _____
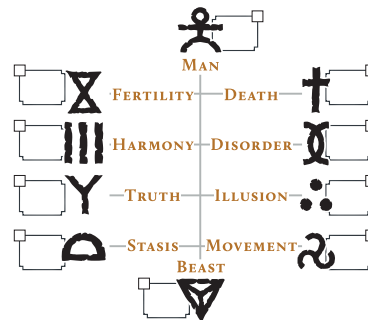
ARMOR
and Hit Locations

Head 19-20
AP ____
HP ____

R. Arm 13-15
AP ____
HP ____

L. Arm 16-18
AP ____
HP ____

Chest 12
AP ____
HP ____

Shield
Parry ____
HP ____
DMG ____

Abdomen 9-11
AP ____
HP ____

R. Leg 1-4
AP ____
HP ____

L. Leg 5-8
AP ____
HP ____

ELEMENTAL
Rune Affinities

Fire ☐

Air ☐

Darkness ☐

Moon ☐

Earth ☐

Water ☐

POWER
Rune Affinities

Man ☐

Fertility ☐ — Death ☐

Harmony ☐ — Disorder ☐

Truth ☐ — Illusion ☐

Stasis ☐ — Movement ☐

Beast ☐

CHARACTERISTICS

STR ____ CON ____ SIZ ____ DEX ____

INT ____ POW ____ ☐ CHA ____

Damage Bonus _____ SIZ SR ____ DEX SR ____ Healing Rate _____ /week

PASSIONS

Honor ____ ☐

_____ (_____) _____ ☐
_____ (_____) _____ ☐
_____ (_____) _____ ☐
_____ (_____) _____ ☐
_____ (_____) _____ ☐
_____ (_____) _____ ☐
_____ (_____) _____ ☐

WEAPONS

Melee	%	DMG	ENC	HP	SR	
						☐
						☐
						☐
						☐

Missile	%	DMG	ENC	HP	Range	Rate	
							☐
							☐
							☐

COMBAT NOTES

_____
_____
_____
_____
_____

CULTS

Cult _____ Rank _____

RUNE POINTS _____ 0 1 2 3 4 5 6 7 8 9 10 11 12

Sub- or Associated Cults _____

Cult _____ Rank _____

RUNE POINTS _____ 0 1 2 3 4 5 6 7 8 9 10 11 12

SPIRIT COMBAT

Spirit Combat _____ ☐ Spirit Combat Damage _____

Notes _____

SPIRIT MAGIC

_____ CHA Limit _____
_____
_____
_____
_____

RUNE MAGIC

_____
_____
_____
_____
_____

SORCEROUS RUNES AND TECHNIQUES

_____ Free INT _____
_____
_____

HIT POINTS

DEAD	0	1	2	3	4
5	6	7	8	9	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

MAGIC POINTS

UNC	0	1	2	3	4
5	6	7	8	9	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

MAGIC NOTES

_____
_____
_____
_____
_____

AGILITY
Modifier _____

Boat (05) _____ ☐
Climb (40) _____ ☐
Dodge (DEX ×2) _____ ☐
Drive (05) _____ ☐
Jump (DEX ×3) _____ ☐
Ride (_____) (05) _____ ☐
Swim (15) _____ ☐

COMMUNICATION
Modifier _____

Act (05) _____ ☐
Art (05) _____ ☐
Bargain (05) _____ ☐
Charm (15) _____ ☐
Dance (10) _____ ☐
Disguise (05) _____ ☐
Fast Talk (05) _____ ☐
Intimidate (15) _____ ☐
Intrigue (05) _____ ☐
Orate (10) _____ ☐
Sing (10) _____ ☐
Speak Other Language
(_____) (00) _____ ☐
(_____) (00) _____ ☐
Speak Own Language
(_____) (50) _____ ☐

KNOWLEDGE
Modifier _____

Alchemy (00) _____
Animal Lore (05) _____
Battle (10) _____ ☐
Bureaucracy (00) _____ ☐
Celestial Lore (05) _____
Cult Lore
(_____) (05) _____
(_____) (05) _____
Customs (local) (25) _____
Customs
(_____) (00) _____ ☐
Elder Race Lore (05) _____
Evaluate (10) _____ ☐
Farm (10) _____ ☐
First Aid (10) _____ ☐
Game (15) _____ ☐
Herd (05) _____ ☐
Homeland Lore (own) (30) _____
Homeland Lore
(_____) (00) _____
(_____) (00) _____
Library Use (00) _____
Manage Household (10) _____ ☐
Mineral Lore (05) _____
Peaceful Cut (10) _____ ☐
Plant Lore (05) _____
Read/Write
(_____) (00) _____ ☐
Shiphandling (00) _____ ☐
Survival (15) _____ ☐
Treat Disease (05) _____ ☐
Treat Poison (05) _____ ☐

MAGIC
Modifier _____

Meditate (00) _____ ☐
Prepare Corpse (10) _____ ☐
Sense Assassin (00) _____ ☐
Sense Chaos (00) _____ ☐
Spirit Combat (20) _____ ☐
Spirit Dance (00) _____ ☐
Spirit Lore (00) _____
Spirit Travel (10) _____ ☐
Understand Herd Beast (00) _____ ☐
Worship
(_____) (05) _____ ☐
(_____) (05) _____ ☐

MANIPULATION
Modifier _____

Conceal (05) _____ ☐
Craft (_____) (10) _____ ☐
(_____) (10) _____ ☐
Devise (05) _____ ☐
Play Instrument (_____) (05) _____ ☐
Sleight (05) _____ ☐

PERCEPTION
Modifier _____

Insight (own species) (20) _____ ☐
Insight (_____) (00) _____ ☐
(_____) (00) _____ ☐
Listen (25) _____ ☐
Scan (25) _____ ☐
Search (25) _____ ☐
Track (05) _____ ☐

STEALTH
Modifier _____

Hide (10) _____ ☐
Move Quietly (10) _____ ☐

OTHER SKILLS

_____ _____ ☐
_____ _____ ☐
_____ _____ ☐

MELEE WEAPONS
Modifier _____

1H Axe (10) _____ ☐
2H Axe (05) _____ ☐
Broadsword (10) _____ ☐
Dagger (15) _____ ☐
Kopis (10) _____ ☐
1H Mace (15) _____ ☐
Pike (15) _____ ☐
Rapier (10) _____ ☐
Shortsword (10) _____ ☐
1H Spear (includes Lance) (05) _____ ☐
2H Spear (15) _____ ☐
_____ ☐
_____ ☐
_____ ☐

MISSILE WEAPONS
Modifier _____

Composite Bow (05) _____ ☐
Crossbow (25) _____ ☐
Javelin (10) _____ ☐
Pole Lasso (05) _____ ☐
Self Bow (05) _____ ☐
Sling (05) _____ ☐
Throwing Dagger (05) _____ ☐
Thrown Axe (10) _____ ☐

SHIELDS
Modifier _____

Small Shield (15) _____ ☐
Medium Shield (15) _____ ☐
Large Shield (15) _____ ☐
_____ ☐

NATURAL WEAPONS
Modifier _____

Fist (25) _____ ☐
Grapple (25) _____ ☐
Kick (15) _____ ☐
_____ ☐
_____ ☐
_____ ☐

ADDITIONAL MAGIC

_____
_____
_____

NOTES

_____
_____
_____
_____
_____

GEAR, TREASURE, AND MAGIC ITEMS

_____ Max ENC _____ ENC _____
_____
_____
_____

Wheels (W) _____ Lunars (L) _____ Clacks (C) _____ Bolgs (B) _____ Goods (L) _____

FAMILY

GRANDPARENTS
Grandfather _____ Dead? ☐
Grandmother _____ Dead? ☐

AUNTS & UNCLES
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐

FAMOUS ANCESTORS
_____

PARENTS
Father _____ Dead? ☐
Mother _____ Dead? ☐

SIBLINGS
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐
_____ G _____ Dead? ☐

CLAN & TRIBAL LEADERS
_____

FAMILY EVENTS

Marriage	Marriage Type	Status	Children

Spouse _____ G _____ Dead? ☐
Spouse _____ G _____ Dead? ☐
Events _____

_____ G _____ Dead? ☐   _____ G _____ Dead? ☐
_____ G _____ Dead? ☐   _____ G _____ Dead? ☐
_____ G _____ Dead? ☐   _____ G _____ Dead? ☐

HOLDINGS

HARVEST   MODIFIER
Last Year's Omen _____
Raiding _____
Heroquest _____
Previous Year's Harvest _____
Next Year's Omen _____

ADVENTURER INCOME
Base Income _____ L   Special Notes _____

HOUSEHOLD
Description _____
_____
_____
_____
_____
_____
_____ Hides _____
Tenant(s) _____
_____

MOUNT | ELEMENTAL | ALLY

Name _____ Type _____

STR ____ CON ____ SIZ ____ DEX ____ INT ____
POW ____ CHA ____ MOV ____ HP ____ MP ____
Damage Bonus _____ Dex SR ____ Siz SR ____
Passions _____
Runes _____ Pts _____
Magic _____
_____
Note _____ Ransom ____ (L)

Attack	%	Damage	Range	SR	Pts	Location	D20	Armor/HP
_____						_____		___/___
_____						_____		___/___
_____						_____		___/___
Skills _____						_____		___/___
_____						_____		___/___
_____						_____		___/___

Hit Points   DEAD 0 1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18 19 20 21

_____ ___/___
_____ ___/___

ADVENTURER BACKGROUND WORKSHEET

HOMELAND

Homeland _____

BASE PASSIONS

Love (family) _____
Loyalty (clan) _____
Loyalty (tribe) _____
Hate _____
Other _____

PARENTAGE

Favored Grandparent _____
    Occupation _____
Favored Parent _____
    Occupation _____
Other Grandparent _____
    Occupation _____
Other Parent _____
    Occupation _____

FAMILY HISTORY

FAVORED GRANDPARENT'S HISTORY

If killed, stop and move to **Favored Parent's History**, or continue using your other grandparent.

YEAR	EVENT	RESULTS	FATE
1561	Your favored grandparent was born by this year.		
1582	_____		Killed? ☐
	Your parents were born by this year.		
1597	_____		Killed? ☐
1602	_____		Killed? ☐
1603–4	_____		Killed? ☐
	Your parents are married by now, if at all. Your adventurer was born sometime in 1604.		
1605	_____		Killed? ☐

If your favored grandparent survives this long, they retire from adventuring. Now your favored parent begins adventuring.

Determine your mother's and father's siblings, if desired. See the **Family** section on the **Family & Holdings** sheet.

FAVORED PARENT'S HISTORY

If killed, stop and move to **Your History**, or continue using your other parent. Determine your siblings, if desired.

YEAR	EVENT	RESULTS	FATE
1608	_____		Killed? ☐
1610	_____		Killed? ☐
1613	_____		Killed? ☐
1615	_____		Killed? ☐
1616	_____		Killed? ☐
1618	_____		Killed? ☐
1619	_____		Killed? ☐
1620	_____		Killed? ☐
1621	_____		Killed? ☐

If your favored parent survives this long, they retire from adventuring. Congratulations! It's time for your own history.

YOUR HISTORY

You come of age and your adventures begin.

YEAR	EVENT	RESULTS
1622	_____	
1623	_____	
1624	_____	
1625	_____	

Now it's time for new adventures!

TREASURE AND BOONS

_____
_____

FAMOUS ANCESTORS AND REPUTATION

_____
_____